Amendments to the Claims:

This listing of claims reflects all claim amendments and replaces all prior versions, and listings, of claims in the application. Material to be inserted is in **bold and underline**, and material to be deleted is in ~~strikeout~~ and/or in [[double brackets]] if the deletion would be difficult to see.

LISTING OF CLAIMS:

1.   (Currently amended) A method for controlling a non-player character in a computer game, the method comprising:

providing a squad of user-commandable characters, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character;

detecting a predefined game event;

adjusting a current emotional state of the non-player character based on the game event; and

selecting a non-player character reaction based on the current emotional state of the non-player character**;**

wherein, when the emotional state of the non-player character is beyond a predetermined level, the non-player character reaction is selected from the group consisting of a reaction that inhibits the ability of the non-player character to attack or follow commands of the player character, a self destructive act, an act of incapacitation, and a reaction of initiating or cooperating in an attack upon an enemy.

2.   (Original) The method of claim 1, wherein movement of the player character is controlled by direct user input from a user input device, and movement of the non-player character is controlled by the computer game program.

3.   (Original) The method of claim 1, wherein the emotional state is a fear state.

4.   (Original) The method of claim 3, the method further comprising, adjusting the fear state of the non-player character based on the non-player character's proximity to a fear emitter.

5.   (Original) The method of claim 4, wherein detecting the predefined game event includes detecting that the non-player character has come within a predefined distance of a fear emitter, and wherein adjusting the fear state includes increasing the fear state if the player is within the predefined distance.

6.   (Currently amended) The method of claim 4, wherein detecting the predefined game event includes detecting that the NPC **non-player character** has moved beyond a predefined distance from the fear emitter, and wherein adjusting the fear state includes decreasing the fear state if the player is beyond the predefined distance.

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7.   (Original) The method of claim 3, further comprising, adjusting the fear state of the non-player character based on the non-player character's proximity to other squad members.

8.   (Original) The method of claim 7, wherein the game event is the non-player character being left alone by the player-character for greater than a predetermined period of time, and wherein adjusting the emotional state includes increasing the fear state of the non-player character.

9.   (Original) The method of claim 7, wherein the game event is the non-player character being in the presence of other non-player character squad members, and where adjusting the emotional state includes reducing the fear state of the non-player character.

10.   (Original) The method of claim 3, further comprising, adjusting the fear state of the non-player character based on the non-player character's possession of weapons or ammunition.

11.   (Original) The method of claim 10, wherein the game event is the player character giving a weapon or ammunition to the non-player character, and wherein adjusting the emotional state includes decreasing the fear state of the non-player character.

12.   (Original) The method of claim 10, wherein the game event is the player character taking a weapon or ammunition from the non-player character, and wherein adjusting the emotional state includes increasing the fear state of the non-player character.

13.   (Original) The method of claim 3, further comprising, adjusting the fear state of the non-player character based on medicine received by the non-player character.

14.   (Original) The method of claim 4, further comprising, displaying the fear state of the non-player character via a fear indicator on a GUI of the computer game.

15.   (Original) The method of claim 4, further comprising, inhibiting the non-player character from responding to a command from the player character, when the fear state is above a predetermined level.

16.   (Cancelled)

17.   (Cancelled)

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18.   (Original) The method of claim 3, wherein the emotional state further includes a trust state, the method further comprising causing the non-player character to become immune to fear-influencing events upon reaching a predetermined trust state.

19.   (Original) The method of claim 3, wherein the non-player character reaction includes attacking an enemy when the fear state is at or below a threshold fear state.

20.   (Original) The method of claim 1, wherein the emotional state is a trust state.

21.   (Original) The method of claim 20, wherein detecting the predefined game event includes detecting the occurrence of a trust-influencing event.

22.   (Original) The method of claim 21, wherein the trust-influencing event is a trust-down event, configured to lower a current trust state of the non-player character.

23.   (Original) The method of claim 22, wherein the trust-down event includes a player character taking away weapon from a non-player character.

24.   (Original) The method of claim 22, wherein the trust-down event includes a player character taking away ammunition from a non-player character.

25.   (Original) The method of claim 22, wherein trust-down event includes a player character attacking a non-player character.

26.   (Original) The method of claim 22, wherein trust-down event includes player character leaving a non-player character alone.

27.   (Original) The method of claim 21, wherein the trust-influencing event includes a trust-up event.

28.   (Original) The method of claim 27, wherein the trust-up event includes a player character giving a non-player character a weapon.

29.   (Original) The method of claim 28, wherein the trust state of the non-player character is raised if the weapon is better than a weapon formerly possessed by the non-player character, and is lowered if the weapon is worse than formerly possessed by the non-player character.

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30.   (Original) The method of claim 27, wherein trust-up event includes a player character healing the non-player character.

31.   (Original) The method of claim 27, wherein trust-up event includes a player character subjecting itself to a medical examination, in a vicinity of a non-player character.

32.   (Original) The method of claim 27, wherein trust-up event includes a player character attacking a monster in a vicinity of non-player character.

33.   (Original) The method of claim 20, wherein the non-player character reaction includes being unable to perform a command from the player character when the trust state of the non-player character is below a predetermined level.

34.   (Original) The method of claim 20, wherein the emotional state further includes a fear state, and wherein the non-player character reaction includes becoming unaffected by trust-influencing events upon reaching a threshold fear state.

35.   (Original) The method of claim 20, wherein the non-player character reaction Includes attacking an enemy when the trust state is at a threshold trust state.

36.   (Currently amended) A computer game system for emotion-based character Interaction, the system comprising, a computer game program having:

a module configured to control movement for a squad of user-commandable characters, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character; and

a non-player character module Including:

a game event detector configured to detect a predefined game event;

an emotional state adjustor configured to adjust a current emotional state of the non-player character based on the game event; and

a non-player character reaction selector configured to select a non-player character reaction based on [[a]] the current emotional state of the non-player character;

wherein, when the emotional state of the non-player character is beyond a predetermined level, the non-player character reaction is selected from the group consisting of a reaction that Inhibits the ability of the non-player character to attack or follow commands of the player

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character, a self destructive act, an act of incapacitation, and a reaction of Initiating or cooperating in an attack upon an enemy.

37.   (Currently amended) Computer readable media having instructions stored thereon, which when executed by a computing device, cause the computing device to perform a method comprising the steps of:

providing a squad of user-commandable characters, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character;

detecting a predefined game event;

adjusting a current emotional state of the non-player character based on the game event; and

selecting a non-player character reaction based on the current emotional state of the non-player character;

wherein, when the emotional state of the non-player character is beyond a predetermined level, the non-player character reaction is selected from the group consisting of a reaction that inhibits the ability of the non-player character to attack or follow commands of the player character, a self destructive act, an act of incapacitation, and a reaction of initiating or cooperating in an attack upon an enemy.